

Time Cops Gone Wild
by Jay Shaffstall

The best enemy is one who never exists
-Sun Tzu, Temporal Warfare 101

Characters are rogue Time Cops, trying to change history.

Name your character and describe their vision for the timeline.
Starting effectiveness: 5d6

Each player creates two events. Write these events on index cards and arrange them in a timeline on the table. Each player picks two events their character must change for their vision of the timeline to become real.

Actions (take one per turn)

Travel: roll your remaining dice to travel to any event, success on 6+

Influence Event: leave a die on your current event.

Attack: both players roll their remaining dice, lowest total loses one die.

Remove Influence: roll your dice against your opponent's dice plus the influence dice they have on your current event. If your total is higher, remove one of your opponent's dice from the event.

For all opposed rolls, character who is farthest pastward gains 1 die per event pastward (only for that roll).

Winning

The player who has the most influence on their two events when everyone is down to zero dice wins! Break ties by rolling those influence dice only.